

NAME _____

PLAYER _____

CLASS _____

REPUTATION _____ LEVEL _____

SOLS _____

BACKGROUND _____

CHIP: REAL -OR- FAKE -OR- NONE

HEIGHT _____ WEIGHT _____

HAIR _____ AGE _____

INITIATIVE _____ PERCEPTION _____ SPEED _____

INT _____

AGL _____

STR _____

DET _____

STA _____

CHA _____

WEAPONS

NAME	SPEED	ATTACK	DAMAGE
NAME	SPEED	ATTACK	DAMAGE
NAME	SPEED	ATTACK	DAMAGE
NAME	SPEED	ATTACK	DAMAGE

HEALTH

[1] HEAD _____ **DEAD**

FLESH WOUND (-1) _____ CONCUSSED (-3) _____ UNCONSCIOUS _____

HIT POINTS ARMOR

[2-4] BODY _____ **DEAD**

FLESH WOUND (-1) _____ DAMAGED (-3) _____

HIT POINTS ARMOR

[5-6] L.ARM _____ **DESTROYED**

FLESH WOUND (-1) _____ DAMAGED (-3) _____

HIT POINTS ARMOR

[7-8] R.ARM _____ **DESTROYED**

FLESH WOUND (-1) _____ DAMAGED (-3) _____

HIT POINTS ARMOR

[9-10] L.LEG _____ **DESTROYED**

FLESH WOUND (-1) _____ DAMAGED (-3) _____

HIT POINTS ARMOR

[11-12] R.LEG _____ **DESTROYED**

FLESH WOUND (-1) _____ DAMAGED (-3) _____

HIT POINTS ARMOR

CYBERNETICS

NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT
NAME	CLASS	BONUS	STAT

SKILLS

AGILITY	DETERMINATION	CHARISMA	INTELLIGENCE
ACROBATICS _____	ANIMAL HANDLING _____	DECEIT _____	COMMUNICATION _____
DRIVING _____	BUSINESS _____	INTIMIDATION _____	ECONOMICS _____
PILOTING _____	INSIGHT _____	PERFORMANCE _____	ELECTRONICS _____
SLEIGHT OF HAND _____	MEDICAL _____	PERSUASION _____	ENGINEERING _____
STEALTH _____	SALVAGE _____	POLITICS _____	INVESTIGATION _____
	SCIENCE _____	UNDERWORLD _____	NETWORKS _____
STRENGTH	STAMINA		PERCEPTION _____
ATHLETICS _____	SURVIVAL _____		SOFTWARE _____
			TACTICS _____

EQUIPMENT

COMBAT PROFICIENCIES